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Level 898: "Square-Loop Schoolhouse"



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Level 898 is open for user participation!

Level 898 is open for edits by anyone; add entrances and exits (if this applies) and content, as long as it follows site rules and fits the page. Happy editing!

It is **extremely** encouraged to help [expand it!](#)

Big16 - The page feels like it needs more entrances and exits, however, feel free to fix any possible grammar and spelling problems.

Survival Difficulty: Class Variable

» ☐ Varying Safety

» ☐ Heavily Unstable

» ☐ Diverse Entity Count

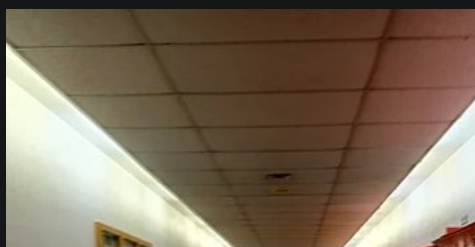
Level 898 is the 899th level of the Backrooms.



Description

Level 898 is an incredibly mysterious and anomalous secondary school that has seemingly been forgotten for many years. It is composed of infinite sets of bright hallways, with red lockers lining the walls, with said walls being only slightly aged, yet covered with dust. An eerie stillness seems to permeate the air, making one feel as if they have stepped back in time. The hallways are narrow, with low ceilings, and the floor is worn from years of use.

When a wanderer enters the level, they will appear on a stairwell, with multiple red doors surrounding them, leaving only one direction to go – These doors cannot be opened despite multiple attempts with different equipment. The walls are painted



white and have the texture of popcorn; the floor is covered in grey carpet similar to the carpet in [Level 0](#) except it does not have Carpet Fluid; tiles on the ceiling are lowered, with beam lights connected to the side of these – beam lights are the main source of light in this level, lighting all the hallways.

Hallways are lined on one side with red lockers that are divided into clusters of five by doors to classrooms. These lockers contain supplies and snacks such

as [Almond Water](#), granola bars, and packets of chips, as well as various miscellaneous objects such as notebooks, empty pencil cases, pens, notes, and sometimes empty envelopes. The classrooms have non-anomalous windows that are usually open, with an "outside" that appears to be a field. Recording or video devices do not function "outside", so it is unknown what is there.

When one walks to the other end of the hallways, a near copy will always be to the left, and the right will be another locked stairwell. These hallways don't loop back to the previous set of hallways, even though they form a perfect square. It takes from 5 to 10 loops to enter the medium stages and another 15 to 20 loops to enter the late stages. With each loop, the hallway gets slightly messier, and the level has different stages of messiness.

The early stages of the messiness include:

- Both regular and lead pencils started to show up on the floor – the most amount seen in a loop was 30;
- Papers appearing on the floor – the most amount seen in a loop was 15;
- Binders being next to lockers – the most amount seen in a loop was 5.

The medium stages include:

- Clothing similar to winter coats and hoodies appearing – the most amount seen in a loop was 10;
- Knocked over trash cans with varying amounts of garbage in them – only 3 per loop;
- All occurrences of the early stages.

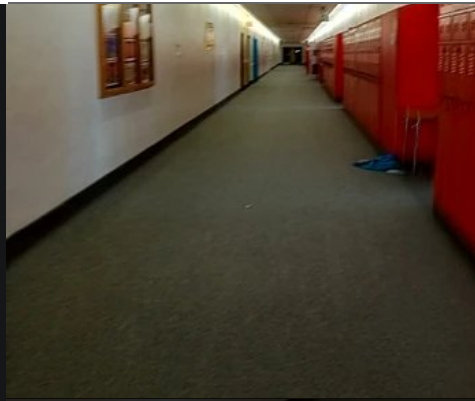
The late stages include:

- Lights flickering or being off;
- Ripped carpets;
- Ladders leading to an open hole in the ceiling;
- A slight increase in [Smilers](#).

All of the early stages and mid-way through the medium stages can contain colonies made by wanderers of the level who established their outposts in a single room, a set of rooms, a whole hallway of rooms, or possibly even a whole loop. The largest one of these colonies is a [M.E.G.](#) outpost with 40 members.

Though there are many colonies within the first half of all recorded loops, there are rarely any colonies or outposts past the middle of the medium stages or in the late stages, because the end of the medium stages is a place where entities could enter and because the late stages can be dark in some places, so tripping or encountering one or more [Smilers](#) is quite likely to happen.

As mentioned earlier, in the late stages, some ladders lead to holes in the ceiling and these can lead to another level. If someone were to climb and crawl through the small space above the ceiling for a while they would be sent to another level, though falling off the ladder can get you sent to another level as well. There was an attempt to break the floor above, but it seems to be made of a strong material that can't be broken or damaged. There



Picture taken by a wanderer who now lives within the level.

was a similar attempt to tear up the carpet and break through the floor, at which the result was what looked to be a hole to **the void**; after this attempt was made, the hole seemed to have repaired itself through a period of about 5 hours.

It is unknown what lies past the 100th loop as no one has made it past the 99th loop. After **#File Addition 10/24/22**, it was proven that the current highest loop is between 105 and 110. It's rumored by the colonies established here that, after the 80th loop, the lights are permanently off, and light sources malfunction when in the area. An expedition was led into the late loops by **M.E.G.** and only a file of the audio was recovered, as the members who led the expedition never returned.

Entities

No entities are normally present within the level, however, **Skin-stealers** and **Hounds** were seen during the **event** named "Harmful Expectations", and **Aranea Membris** were seen during the "Infestation" event.

Entity Behavior

Smilers only stay in places where the lights are completely off or broken for more than two halls. The number of **Smilers** will increase during the "Lights Out" event and start a hunting period where they search for wanderers. During this, **Smilers** will search up and down halls and sometimes inside classrooms, but most of the time they will ignore classrooms and keep moving through the halls. When the event ends, **Smilers** will return to the higher loops' dark hallways and the number of them will notably decrease.

Hounds and **Skin-stealers** are only apparent in the level during the "Harmful Expectations" event. Both entities will flood into the level from every hallway's double doors, at which they chase any entities on sight and will search up and down the halls for wanderers. During the event, they will attempt to break down doors to invade colonies and outposts and will sometimes even search inside lockers to check if any wanderers are hiding in them.

Aranea Membris only appears during the "Infestation" event and will drop down to the level from above the tiled ceiling. Upon the **Aranea Membris** entering the level, they'll enter their hunting phase, and begin running down the halls to search for any wanderers. Afterward, the entities will then attempt to search inside any of the classrooms they can find their way into. Due to the overall anatomy of **Aranea Membris**, they do not search the lockers.

Events

"Lights Out" "Harmful Expectations" "Infestation"

Lights Out

During this event, all lights will turn off for a varying period of 1–4 hours.

The windows outside, on the stairwell, and in the rooms, will also switch to what looks like midnight. During this event, different entities will appear within the level, and resources in lockers will become rare. It is recommended to get inside a room and stay there until the lights come back on. Most colonies and outposts will close their doors when this event happens, but if one hasn't yet, it is crucially advised to head there.

File Addition 10/24/22

The Research Department has conducted an expedition into the level's deeper loops and made a decent discovery. The information they have gathered is noted

below:

From M.E.G.'s expedition, there was no light whatsoever in deeper loops, specifically on loops 90 and higher. The results of the expedition only showed how long the level went on. The expedition simply resulted in the team of explorers losing contact with the team, supposedly getting attacked by Smilers; it's currently unknown if they survived, as there are no sightings of the team.

The team Expeditioners, however, showed that there appears to be an anomaly in the level itself around loops 100 and 105 on the first halls. There appeared to be a hole in the level itself with nothing visible other than a black void, but the void appeared to be emanating a light source somehow, even though there was nothing that could be producing the light. One of the Expeditioners described it as looking like "poorly made lighting in a video game".

Currently, the Research Department is making theories about what this is, why it's here, and what's to come in the future.

Current Theories:

The Invasion Theory:

This theory says that the pit found in the deepest loops is slowly growing due to an unknown reason, at an unknown rate. It's presumed that this pit will likely consume the entire level at some point. It's currently unknown if the level will be swallowed in the void pit, making this level cease to exist.

It is currently being assumed that the pit may shift itself to engulf wanderers who happen to walk too close, as it appears that there are no other highly probable reasons for the disappearance of the M.E.G. groups.

This is presumed to be the most likely just a theory.

The Growth/Growing Theory:

This theory is the opposite of the Invasion Theory. This theory says that the level is slowly growing, slowly gaining more loops, hallways, and rooms.

There isn't much more to this theory besides it being the opposite of the Invasion Theory.

Colonies and Outposts:

M.E.G Outpost Zeta:

- Consists of 40 M.E.G members and 15 wanderers.
- Open to new members and wanderers.
- Helps supply smaller colonies at the level.
- Set up in the first loop's 2nd hallway in 4 classrooms.

The Teachers:

- Consists of a group of 19 wanderers, 10 "teachers" and 9 "students".
- The "teachers" help educate other wanderers about the backrooms, their entities, and the anomalous non-Euclidean nature of everything in the Backrooms.
- Has a fair supply of **Almond Water** and food.
- Open to new wanderers to teach them.
- In the next 2 set hallways in 2 classrooms after the halls that the M.E.G outpost occupies.

Expeditioners:

- Consists of around 35 people.
- They work together with the Research Department to uncover more secrets about

the level by going into the deeper loops of the level.

- Has a fair number of supplies.
- Doesn't accept new members.
- Shares a base with the Research Department.

Research Department (RD):

- Consists of 20 people.
- The primary goal is to study and figure out things involving the level itself and its properties by working with Expeditioners.
- Has a fair number of supplies along with the typical stuff you would see in a science classroom.
- Doesn't accept new members often. When they do, they usually figure out who knows much about the backrooms and their level's physics.
- Main bases are set up within the 2nd loop within a hallway in 6 classrooms.

Entrances and Exits

Entrances:

- Any unpredictable nocliping in [Level 597](#) has a chance to send wanderers here.
- Entering a building in [Level 11](#) with the sign "School House" above it will send you to this level.
- Certain rooms that look like classrooms in [Level 35](#) may bring you to this level.
- Entering a classroom in [Level 191](#) has a low chance of sending you here.
- One can enter via [The Hub](#).
- Entering a court-like space on [Level 268](#) might lead one here.

Exits:

- Get into the crawl space and continue crawling for 20 minutes until you end up in [Level 19](#).
- Trip on something littering the floor to go to [Level 22](#).
- Attempt to attack an entity during the Harmful Expectations event to get sent to [Run For Your Life!](#)
- Create a hole in the floor and jump into it to fall into the [The Void](#).

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